

Command

ISSUE #3

MARCH 1976

As you can see, the cover illustration which I have been using has been retired after two issues of service; this is to allow me some additional space to work with and I think I'm going to need it for this issue. I'm typing this on a borrowed typewriter until I am able to buy myself a new one.

The U.S. Diplomacy variant (a revised version) starts with this issue. All but two of the starting positions were assigned by me. I've also added a sixth set of home centers in order to offset the large initial positional advantage of the blue forces. Unless someone takes over the white pieces, they will begin the game in civil disorder; the white home centers will each be worth $\frac{1}{2}$ unless someone plays their pieces.

I will begin gamemastering Flying Buffalo's Nuclear Destruction game next issue if enough of my subscribers (traders) want to play; I need eight to twelve people in order to start a game. If you don't have the rules you must get them by sending 20¢ to Flying Buffalo Inc., P.O. Box 1467, Scottsdale, Arizona 85252. I cannot send you the rules. The game fee for the first game will be \$2.00.

From the Flying Buffalo flyer: "Nuclear Destruction is a strategic missile game with emphasis on diplomacy. Each player has missiles with which to annihilate, anti-missiles with which to survive, and factories with which to forge the tools of war. He also has cash with which he must try to influence the non-player countries."

I have had two people ask me if I would gamemaster multi-player 3rd Reich. I am willing to do so, but I can only

handle one game of it at a time. Also, due to the extra time and work involved, as well as the extra postage, I will have to charge a larger fee for this game. Let me know if you're interested.

This issue features the rules and map for Allan B. Calhamer's original (1958) version of Diplomacy, and it is re-printed here with the inventor's kind permission. According to Walt Buchanan, this version was never published. The version that Mr. Calhamer published came out in 1959 and minor rule changes were incorporated by GRI in 1961 and clarified in 1971. My thanks to Charles N. Reinsel for sending me his copy.

Finally, it has been noted that the postal Diplomacy hobby is in need of a regularly published news zine. I would like to offer these pages to anyone who wants to announce an event of interest, make a statement on hobby politics, etc. This zine is not affiliated with any organization, and its editor intends to remain neutral in the hobby's internal disputes.

LETTERS

Dear Dennis,

2 Feb. 1976

In the 1961 rulebook I intended to permit the Coastal Crawl.

In the 1971 rulebook I intentionally left it out.

The reason for the change is that perceptive fans discovered a great number of different situations, involving support orders and the like, each of which required a separate statement in the rulebook.

Yours very truly,

Allan B. Calhamer

1958 Diplomacy

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Rules of the Game of Diplomacy

Players and Countries The game is played by seven players, each of whom represents one of the Great Powers in Europe in the Nineteenth Century: Austria-Hungary, England, France, Germany, Italy, Russia, and Turkey. Each player is independent of the others. At the start of the game the names of the Great Powers should be written on slips of paper. Each player then selects his country by chance by drawing a slip.

Object of the Game If any player gains a majority (18) of the possible military units in the game within the time set aside for play he is the winner, and the others are losers. If no player secures a majority, all players still in the game tie. Any player who loses all his military units loses in any case.

Diplomacy Before each move, a period of time is set aside for diplomacy. This period is thirty minutes before the first move, and fifteen minutes before each subsequent move. Any diplomacy period may be closed sooner than this, if all the players agree at the time of closing the period. During the diplomacy period the players may confer with each other, publically or privately, at the board or elsewhere. There are no rules governing what they may say during this period, nor are they required by the rules to live up to what they say, afterward. Small copies of the game board are provided for reference during conversations away from the board.

Military rules- Supply Thirty-five spaces on the board are designated as supply centers. Each of these is capable of continuously furnishing supplies necessary to maintain a military unit. At the start of the game each Great Power contains three supply centers, except Russia, which contains four. Each Great Power has three military units, except Russia, which has four. If a Great Power occupies another supply center, it may raise another military unit. If a supply center formerly under its occupation is occupied by another Great Power, the Power losing the supply center must

remove one of its units.

Military rules- Military units Each player has two sets of markers, called military units. One type represents military control of a province, and is called an army. The other type represents naval control of a province or a body of water, and is called a fleet. Each marker is numbered for identification. The colors represent different countries, as follows: Red, white, and blue, England; Blue, France; Black, Germany; Green, Italy; Red, Austria-Hungary; White, Russia; Yellow, Turkey.

Military rules- The board The Great Powers have each been divided into provinces, each of which is a space for purposes of reckoning the moves of armies and fleets. The sea has been divided into bodies of water, each of which is a space for purposes of reckoning the moves of fleets. The small countries are each one province for purposes of reckoning moves. The islands, except England, cannot be moved to.

Military rules- The moves of armies and fleets After the diplomacy period has closed, the players write down the moves they wish to make with their armies and fleets. These written orders are usually kept secret until all players have written their orders. The orders are given to one player who then exposes them all, and makes the moves on the board. This duty falls on each player in turn for two moves in succession, starting with the player of England and proceeding clockwise around the table. The players should sit each behind his own country, and they should be in the following order: England, Germany, Russia, Turkey, Austria-Hungary, Italy, France. The moves are named in order: Spring, 1901; Fall, 1901; Spring, 1902; and so on. In writing moves it is sufficient to write the name of one's country, the season and year, the number of each army, with the name of the province to which it is to move after it, and the number of each fleet, followed by an "F", followed by the name of the province to which it is to move.

A player may move all his fleets and armies on each move. If he fails to order one of his units, it loses its move. If he orders it to make an impossible move or an ambiguous move, it loses its move. If he mistakenly writes down an order he does not intend, but which is possible, his

unit executes the order. An army may move to any adjacent province on the board, subject to exception when its move conflicts with that of another unit. A fleet may move to any body of water adjacent to its location, or to any coastal province adjacent to its location, subject to exception when its move conflicts with that of another unit. When a province has two separated stretches of coastline, however (i.e., Spain, Finland, St. Petersburg, Bulgaria), a fleet which enters the province by one part of its coastline may move out only to a province or body of water adjacent to that stretch of coastline. Note that if a fleet in Portugal is ordered to Spain or a fleet in Constantinople is ordered to Bulgaria, the player must indicate which coast the fleet is to move to, or his move is ambiguous, hence forfeited. Likewise a fleet in a fleet in a coastal province may move to another coastal province only if they are adjacent along a coastline.

The space which an army or fleet is in prior to a given move shall be called its "location". The space to which it is ordered shall be called its "objective".

If an army stands in its location and another army is ordered to move to that province, the army ordered to move loses its move. If two armies are ordered to the same objective, they both lose their moves. If each army is ordered to the others location, they both lose their moves. The result is the same between two fleets; or when fleets and armies conflict, which may only occur in costal provinces, the result is the same, the fleets and armies being equal in strength.

A player may order any army or fleet belonging to his country to give up its move in order to support another unit. A unit giving support may not move. If it is ordered to move and support, the move is considered, the support is ignored. The unit giving support may only support in a space to which it could legally move if unopposed by other units; that is, an army may support only if the objective of the unit receiving support is in a province adjacent by land to the army; a fleet may support an action only in a body of water or coastal province adjacent to its location as previously discussed. A unit receiving support has the power of two units, that is, it will

move to its objective in spite of the presence or conflicting move of one or more other armies acting without support. It does not matter if the opposing unit thus ousted from its location was ordered to attack the locations either of the attacking or the supporting units. A unit acting with the power of two nevertheless will not move if opposed directly by a unit acting with the power of two.

A unit may receive support from several units on the same move, and then may be prevented from moving only if directly opposed by a unit equally heavily supported. If a province is occupied, and two contesting units equally heavily supported attempt to enter it and fail, the army occupying it remains in occupation, unless it has been successfully ordered out on the move.

If the location of a supporting unit is attacked by a unit, not the one whose location is the objective of the unit receiving support, the supporting unit is treated as a unit not ordered to move, standing its ground against an unsupported attack, but not carrying out the support order. Thus a support may be cut by an attack from the side.

If a unit is ordered to follow another unit moving on the same move, and the leading unit is prevented from moving, the following unit is also prevented from moving.

The above rules apply whether the units belong to one country or several; except that a country may not drive out one of its own units by an attack or support by another of its own units.

The units of one country may freely support those of another

When a unit is driven out of a space, it must retreat before the next move begins. In a retreat the player of the retreating piece simply reaches over and moves his unit to any adjacent space open to that type of unit, provided that that space is not occupied, not the space the attacker came from, and not a space that two units attempted to occupy on the move and failed to occupy on the move and failed to occupy due to a conflict in orders (called a standoff). If two or more units have to retreat, and, in the opinion of the players, knowing what the retreat one had chosen would affect the choice of the other, the retreats must be written privately and then shown. If no retreat is possible, or only one retreat is possible for two retreating

units, the unit or units unable to retreat are annihilated and removed from the board. If no supply center has been lost, however, a new unit may be brought in as a replacement as indicated below, as when a country has gained a supply center.

If the above rules are observed there will never be two units in the same space. This is subject to exceptions in the case of capitals, naval bases, and armies taken on board fleets, which will be discussed below.

Military rules- Occupation of supply centers

At the beginning of the game, each Great Power occupies the supply centers inside its boundaries. It may establish occupation of any other supply center by having a unit in that supply center at the close of a fall move. Once occupation of a supply center has been established, it continues until some other Power establishes occupation of it. If a Power occupies more supply centers at the close of a fall move than it has units on the board, it may raise new units to bring its total up to the number of its supply centers. The player may apportion his new units between armies and fleets as he sees fit. Armies start in their capital, fleets in their naval base. If a country has lost its naval base, it may not raise fleets, unless and until it recaptures its naval base. If a country has lost its capital, it should immediately name another of its original supply centers as capital. If it recaptures its original capital, the capital moves back automatically. If a country has lost all its original supply centers, it may not raise new units, though it may keep its existing units on the board if it controls foreign supply centers; it may capture other foreign supply centers, cutting the supplies off from other Powers; it may, if it recaptures an original supply center, again set up a capital and raise armies.

If, at the close of a fall move, a country has more units on the board than it has supply centers under its occupation, it must remove units until its units are equal in number to the supply centers it occupies. The player losing the units may choose which of his units shall be removed. Raising and

removal take place after retreats, if any, as a result of the fall move have been made. Raising and removal should be written privately and revealed all at the same time by the player whose duty it is on the particular move to make the physical moves.

Capitals and naval bases The countries start the game each with two armies in its capital and one fleet in its naval base; except England starts with two fleets and one army, and Russia starts with two armies in her capital, and one fleet in each of her two naval bases. When Russia builds a fleet she must indicate at which naval base it is to start.

A country may have any number of its own fleets in its naval base and any number of its own armies in its capital. When multiple armies are in one province, however, they are worth only one in defence of that province. They may not support each other, nor may they both support the same unit outside the province. Only one of them may receive support in the capitol or naval base.

An army may not move into its own capitol if one of its own fleets is in it, nor a fleet into its naval base if occupied by its own army. But the presence of such units shall not prevent the raising of a unit in its proper place.

Armies on board fleets If a fleet and army are in the same province, the army may be ordered "on board" the designated fleet and the fleet moved on the same move. If an army is in a coastal province to which a fleet could ordinarily move, it may move in, provided the army is ordered on board at the same time. If the fleet is in a coastal province to which an army could ordinarily move, the army may move in, provided it is ordered on board at the same time. Once an army is on board a fleet, the two units may not support each other, nor has the army any fighting power. The army stays with the fleet until the fleet puts in at some coastal province. Then the army may be ordered off, provided the fleet is also ordered out on the same move. If an army is attacked at this time, it is treated as if it had been located there previously and had not been ordered to move. If the fleet is prevented from moving, the army stays on board. Both the army and the fleet may receive support from other surrounding units, but may not support each other until the army is disembarked.

Kiel and Constantinople Kiel and Constantinople may be crossed either by armies or fleets. In either case the crossing unit must first stop in the given province, and thus by the above rules may not cross against opposition unless superior force is brought to bear.

Modifications for fewer players With six players, Italy is deleted as a Great Power, and Venice and Naples are deleted as supply centers. A majority is then 17. With five players, Turkey is deleted, and Ankara and Erzurum deleted as supply centers, bringing the majority down to 16.

Length of game If no winner appears earlier a game usually is played over a period of about four hours. ***

NEWS

Midwest Gaming Association, Metro Detroit Gamers, and University of Detroit Gamers have announced their upcoming gaming convention, MICHICON V. The convention will be held at the University of Detroit Student Activities Building on Friday, June 11 from 6-10 pm, Saturday, June 12 from 10 am- 10 pm, and Sunday, June 13 from 10 am- 10 pm. Events will include: 1776, Wooden Ships and Iron Men, Diplomacy, Monopoly, Risk, Stratego, Stalingrad, Dungeons and Dragons, Petal Throne, various miniatures tournaments, and others. For more information write or call: Bill Somers, 1654 Chandler, Lincoln Park, Michigan 48146; 313-381-7152.

The IIDA sponsored DipCon will be held in Baltimore this year on the weekend of July 23-25; apparently it will be a part of Origins II this year.

GAMES

Diplomacy 1975IV COM1

Winter 1902

England (Kinsfather) build Army London

France (Granville) Fleet Brest
Army Paris

Germany (Lagimoniere) NMR GM removes Fleet Denmark

Italy (Emerick) Army Venice

Russia (Hunter) remove Army St. Petersburg

Press:

(Vienna) Completely disregarding a signed non-aggression pact, Italy has wantonly and deliberately attacked Austria-Hungary without warning. The Austrian government wishes to announce that unless the Italian Army is removed or serious negotiations for their withdrawal is undertaken by the Italian government a state of war will exist between the nation of Austria-Hungary and the government of Italy.

(Constantinople, UPI) Sultan Pascha was absolutely LIVID when he heard reports that the Austro-Hungarian Swine Navy had moved to within hailing distance of our glorious Southern Coast. He hotly declared war and nearly rattled the teacups with his furious fist slamming fit. A top secret assassination plot is being constructed to rid the world of the Archduke.

Spring 1902

England (Kinsfather) F Norway to Norwegian Sea
F North Atl. S FR F Bre to MidA
F Den S A Holland to Kiel
F North Sea C A Lon to Holland
A London to Holland
A Holland to Kiel

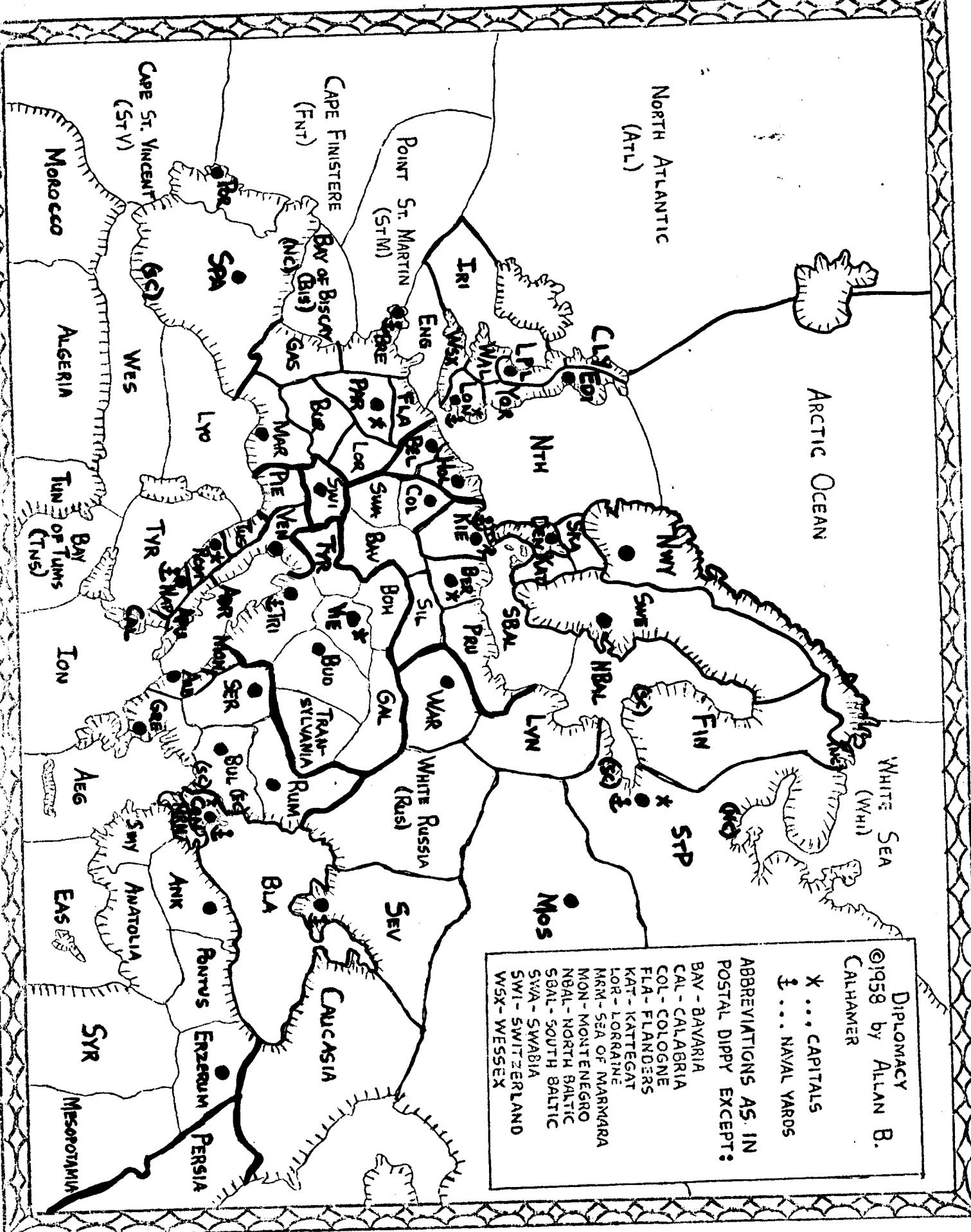
France (Granville) F Brest to Mid-Atlantic
F Portugal S F Bre to Mid-Atl
A Paris to Burgundy
A Gascony to Spain
A Mars S A Gas to Spain

Germany (Lagimoniere) A Silesia to Bohemia
A Prussia to Berlin
A Berlin to Munich

Italy (Emerick) F Mid-Atl to Portugal*
A Spain to Marseilles**
A Venice to Tyrolia
A Trieste to Budapest
F Ionian to Albania
F Tyrrenian to Gulf of Lyon

* retreat to Irish Sea, Eng Ch, West Med, Gas
** no retreat possible OTB

continued next page



DIPLOMACY
©1958 by ALLAN B.
CAMMER

* ... CAPITALS
‡ ... NAVAL YARDS

<u>Austria</u> (Marino)	A Galacia to Vienna A Rumania to Budapest A Serbia S A Rum to Bud A Greece holds F Aegean to Ionian	Diplomacy 1975IW	COM2
<u>Russia</u> (Hunter)	A Ukraina to Rumania F Sevastopol S A UKR to Rum A Warsaw to Galacia F Baltic Sea to Prussia F Sweden to Baltic	Spring 1902	
<u>Turkey</u> (Happel)	A Bulg S RUSS A Ukr to Rum F Black Sea S A Bulgaria A Constan S A Bulgaria A Armenia to Smyrna	<u>England</u> (Lakofka)	F London to English Channel F North Sea to Belgium A Belgium to Picardy F Norway S GER F Denmark to Swe F Edinburgh to Norwegian Sea
		<u>France</u> (Young)	F Brest to Mid-Atlantic Ocean F Spain (SC) to Western Med <u>A Marseilles to Piedmont</u> <u>A Burg S ENG A Belgium to Ruhr</u>
		<u>Italy</u> (Ragan)	F Naples holds NMR F Tunis holds A Piedmont holds A Venice holds
		<u>Germany</u> (Blank)	A Berlin to Kiel <u>A Silesia to Warsaw</u> A Munich S A Holl to Ruhr A Holland to Ruhr F Denmark to Sweden
		<u>Austria</u> (Birsan)	F Ionian to Aegean A Serbia to Bulgaria A Greece S A Serbia to Bulgaria A Trieste to Serbia A Bud S RUSS F Sevas to Rumania
		<u>Russia</u> (Loomis)	A Finland to St. Petersburg F Gulf of Bothnia to Baltic <u>A Ukraina to Warsaw</u> F Sevastopol to Rumania
		<u>Turkey</u> (Reinsel)	A Armenia to Sevastopol <u>A Bulgaria to Rumania*</u> ret OTB F Black Sea S A Armenia to Sevas <u>F Constantinople to Aegean</u>
		Press:	
		(Vienna)	Oh well, what's the use of a short tradition.
		Origins	COM3 TURN 6
		<u>U.S.</u> (Shapiro)	2 Baltic States 14 France 14 Britain
		<u>France</u> (Reinsel)	10 Britain 1 Czechoslovakia 1 Italy 1 Germany 1 Russia

Italian retreat due 3/7/76
(I will notify all by postcard)
FALL 1903 moves due 3/20/76

Press:

(Moscow) The Czar of Imperial Russia is thoroughly disgusted to see the Austro-Hungarian forces unite with the Black Plague of Germany. With the help of Russia's allies, There will be no more threats from Central Europe.

(Sophia,AP) Queen Lurleen, exiled monarch of the once great nation of Lurleesania, is setting up housekeeping in the wartorn People's Democracy of Bulgaria. Lurleen has organized a band of infiltrators who's popular name is the TLO (Transylvania Liberation Organization)

(Sophia,UPI) Wealthy altruist, Lurleen Smith, has issued a plea for help in feeding the war-starved peasants of the Carpatians. Please make all checks payable to the TLO (Trust for Lonely Orphans)
Ms. Smith thanks you.

(Vienna) A state of war now exists between the government of Austria-Hungary and the government of Italy.

(Vienna) The government of Austria-Hungary has broken diplomatic relations with the government of Turkey.

(Vienna) The government of Austria-Hungary has recalled its ambassador from Germany and severs diplomatic communication with Berlin.

COM3 (CON'T)

Britain (Warren) 1 Czechoslovakia
 7 Russia
 7 Italy
 15 France
 7 Germany
 8 U.S.

Russia (Happel) 16 Russia

Germany 12 Baltic States
 20 Germany

Turn 6 Conflicts due 3/20/76

Diplomacy 1976F COM4
 Spring 1901

England (Kerins) F London to North Sea
 F Edinburgh to Norw Sea
 A Liverpool to Yorkshire

France (Marinello) A Marseilles to Spain
 A Paris to Burgundy
 F Brest to Mid-Atlantic

Germany (Bumpas) F Kiel to Holland
 A Berlin to Kiel
A Munich to Burgundy

Italy (Lagimoniere) A Venice to Tyrolia
 A Rome to Venice
 F Naples to Ionian

Austria (Anderson) F Trieste to Albania
 A Budapest to Serbia
 A Vienna to Trieste

Russia (Young) F St. Peters.(SC) to Glf Bth
 F Sevastopol to Rumania
 A Moscow to Galacia
 A Warsaw to Ukraina

Turkey (Hunter) A Constantinople to Bulgaria
 F Ankara to Constaninople
 A Smyrna to Ankara

COA: Jeff Anderson
 1228 24th St. #2
 Santa monica, CA 90404

Diplomacy 1976G COM5

Spring 1901
England (Vanden Bos) F London to English Channel
 F Edinburgh to North Sea
 A Liverpool to Yorkshire

<u>France</u> (Anderson)	F Brest to Mid-Atlantic A Paris to Burgundy A Marseilles S A Paris to Burg
<u>Germany</u> (Emerick)	F Kiel to Holland A Berlin to Kiel <u>A Munich to Burgundy</u>
<u>Italy</u> (Kerins)	A Venice holds F Naples to Ionian A Rome to Apulia
<u>Austria</u> (Mateer)	F Trieste to Albania A Budapest to Serbia A Vienna to Trieste
<u>Russia</u> (Marinello)	F Sevastopol to Black Sea A Moscow to Ukraina F St. Peters.(SC) to Gulf Both A Warsaw holds
<u>Turkey</u> (Young)	A Constantinople to Bulgaria A Smyrna to Constantinople F Ankara holds
COA	Jeff Anderson 1228 24th St. #2 Santa Monica, CA 90404
Origins	COM6 Turn1
<u>U.S.</u> (Reinsel)	2 U.S. NMR
<u>France</u> (Hunter)	4 Alsace-Lorraine
<u>Britain</u> (DeCook)	5 France = Understanding 3 Britain
<u>Russia</u> (Shapiro)	6 Russia NMR
<u>Germany</u> (Lebens)	5 Rhineland = Control 5 Austria = Control 2 Poland
no conflicts possible	
Turn 2 due 3/6/76	
Will anyone interested in Origins please send in standby moves for Russia.	
GAME OPENINGS	
COM10	Diplomacy 4 entered (+ 2 tentative)
COM9	changed to Nuclear Destruction
COM8	"Blind" Origins 1 entered

NEW GAMES

COM7 U.S. Diplomacy (revised)

Black Bud Hunter
 1606 Lucia Ave #16
 Louisville, Kentucky 40204

home centers: Texas
 Louisiana
 Arkansas

Yellow Jack Kerins
 515 Sylvan Ave.
 Trenton, N.J. 08610

home centers: Tennessee
 Alabama
 Georgia

Red Michael J. Lowrey
 700 Patricia Dr.
 Apt. 5-B
 Nashville, TN 37217

home centers: Nevada
 Arizona
 Utah

Green James DeCook
 2877 Bellwood
 Ann Arbor, Mich. 48104

home centers: South Dakota
 Minnesota
 Iowa

Blue Charles N. Reinsel
 11 S. Stewart Ave.
 Kissimmee, Fla. 32741

home centers: Ohio
 West Virginia
 Pennsylvania

White no player
 home centers: Vermont
 New Hampshire
 Massachusetts

deadline for spring 2001 3/20/76

THE ADJUTANT #2

This is the second of 4 items concerning the diplomacy of pre-game alliances. Item 1 pointed out the increasing frequency of pre-game alliances and urged you to either find your own pre-game alliance or, at least, to spot and counter the pre-game alliance of your

competitors.

Given Germany and Turkey as pre-game allies should you inform Austria and extort his cooperation? Never disclose the existence of a pre-game alliance. But considering that nothing succeeds like success and that everyone wants to join the winner, it might help to let Austria know that both Germany and Turkey have similar wishes. Assuming the TUR/GER objective is to persuade Austria to attack Russia, how best to motivate Austria to that decision? 50% of Diplomacy is the art of motivation.

If you come on too strong, Austria is apt to rebel and ally with Russia simply to assert his independence. Or worse yet, if you disclose your pre-game alliance, Austria will use that fact to gain a stronger counter-alliance. Note the problems faced by a husband-wife combination. At best, Austria wonders who the TUR/GER alliance will attack after Russia is subdued.

But should Austria receive letters at about the same time from both Germany and Turkey both urging him for their own independent reasons to attack Russia, the cumulative effect reinforces the persuasiveness of each. There is the key: pre-game allies must coordinate their diplomatic efforts so as to gain the decisions they seek from the other players without becoming so forceful as to alarm the others. Be subtle: But let the message get through that Austria can please both neighbors by attacking Russia. Avoid becoming overwhelming: Turkey might let Austria think if their alliance were successful against Russia either Germany or Italy could be the next victim; Germany might let Austria think that Germany has little interest in the east; Germany's concern is to keep Russia occupied so that Germany is safe to send its forces toward the west.

Another possibility for the German-Turkey pre-game alliance is to skip Russia for the present and plan a fast, coordinated blitz through Austria. The purpose of this item is not to discuss strategy but to point out the necessity that pre-game allies plan their strategy in advance; that if their strategy is agreed upon, they can be substantial help to each other by coordinating their diplomacy. The goal is to motivate the other players to decide favorably for your grand strategy-- to cooperate with your plan without being aware that he is doing so.

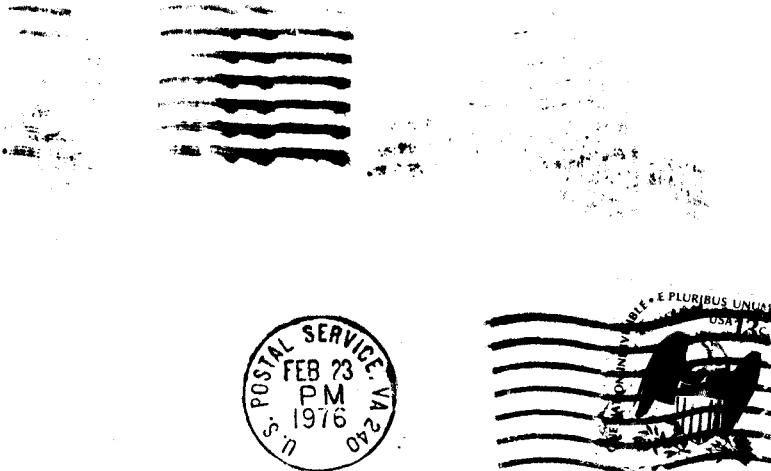
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